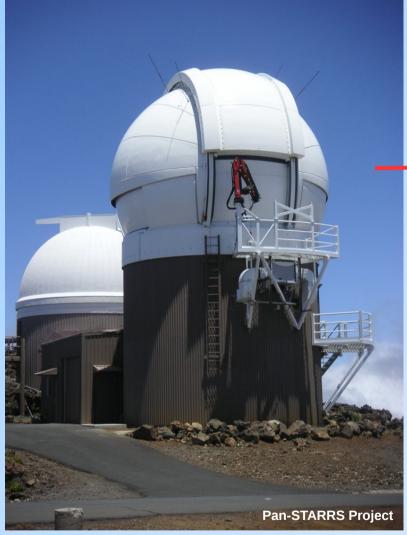
# Precision Astrometry and Photometry from Pan-STARRS 1



**Eugene Magnier** 

thanks to John Tonry Doug Finkbeiner Precision Astronomy

# Pan-STARRS 1: a 1.8m survey telescope (1.4Gpix & 7deg<sup>2</sup> F.O.V.)



Google

PS1 Survey Mission: 5/2010 – 3/2014

Surveys:

3pi: ~12 / filter

MD: ~500 / filter

others: M31, Solar

System, STS



**PS1** consortium members

















Google





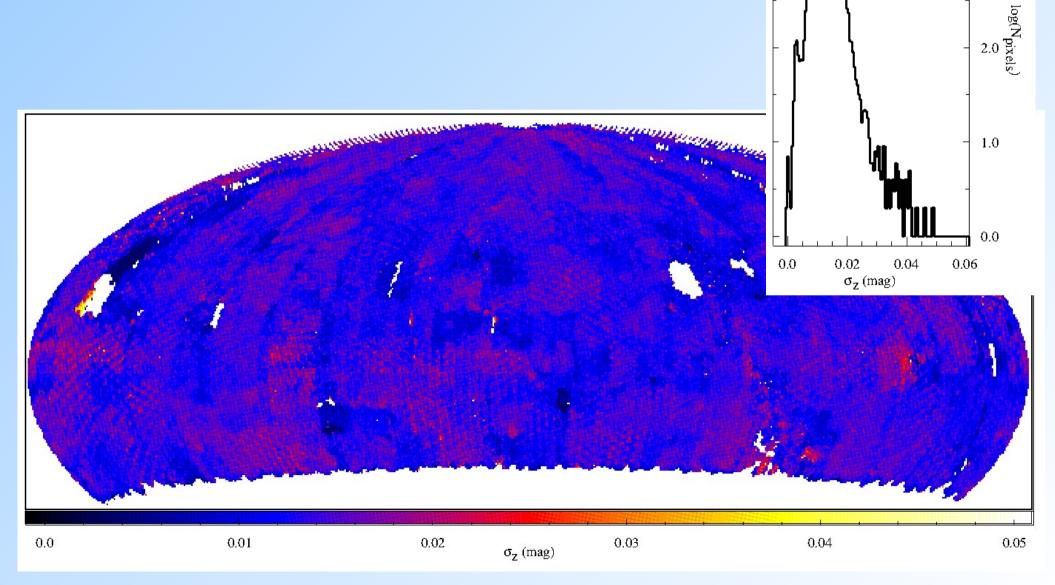


4.0

3.0

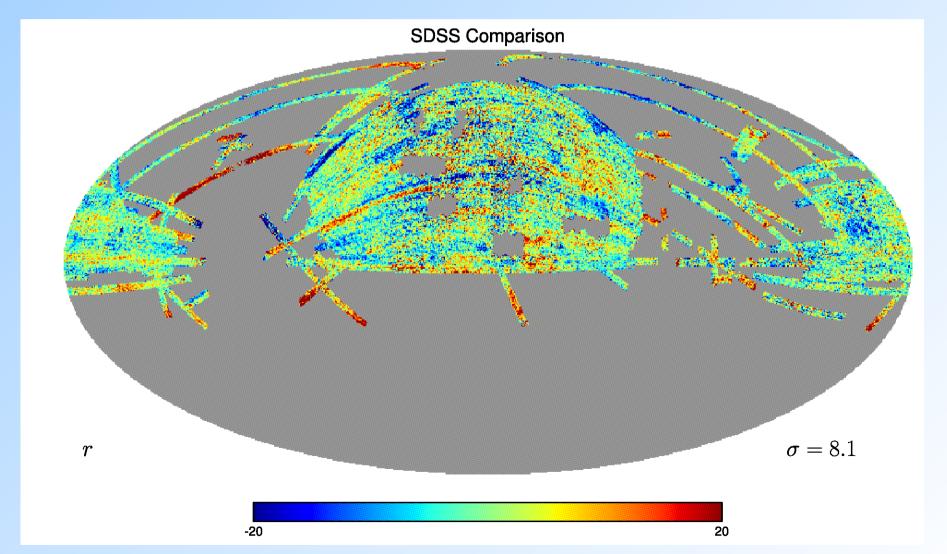
# **Photometry Performance**

- 3pi reliability : (*grizy*) = (8, 7, 9, 11, 12) mmag
- MD reliability: all filters < 6 mmag</li>
- per-exposure scatter ~ 10 15 millimags



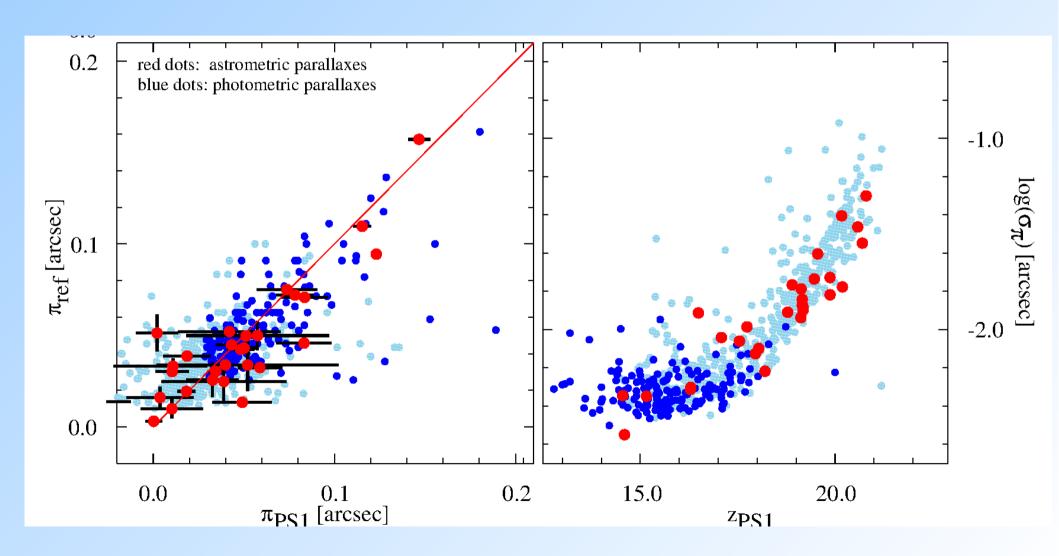
# **Photometry Performance**

- PS1 vs SDSS shows systematic SDSS structures
  - Doug Finkbeiner is working on SDSS recalibration with PS1
  - eBoss will use PS1-based recalibration for target selections
  - In discussion for inclusion in future SDSS DR



# **Astrometry Performance**

- Per-detection: 18 20 mas (1D, depends on chip)
- Parallax limit (1.5yr): 3-4 mas
- Proper-motion limit (1.5yr): ~5 mas/yr

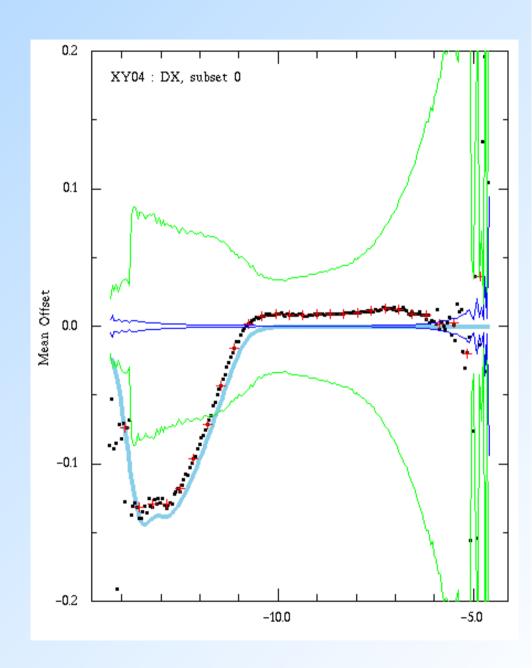


#### **Instrumental Effects**

- Bias, Dark, Flat
- Stellar photometric flat
- non-linear darks
- video-dependent dark structure
- persistence
- corner glows
- poor CTE regions
- non-linear response (per cell) at faint end
- non-linear response at bright end
- cross-talk (interchip and intrachip)
- row-by-row bias variations
- 2D PSF variations
- ghosts
- glints

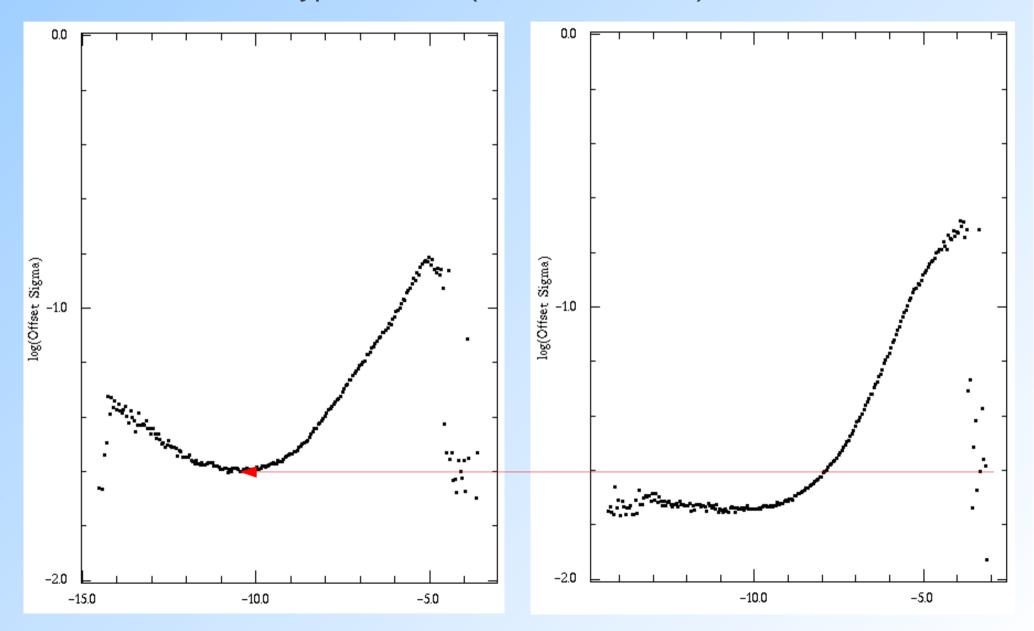
## The Koppenhoefer Effect

- bright-end position bias as function of magnitude
- discovered by Johannes
  Koppenhoefer in STS data
- camera voltages adjusted May 2011 to correct
- bias is only in X-direction
- only affect 2-phase chips (50% of focal plane)
- bias is up to 150-200 mas
- this is not
  - CTE (wrong direction)
  - saturation (too early)



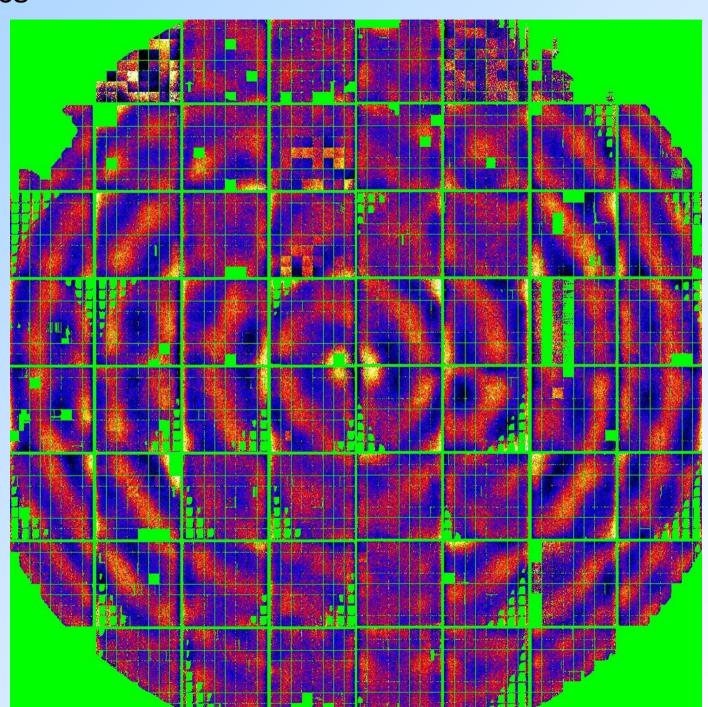
# The Koppenhoefer Effect

correction effect on typical errors (25mas -> 18mas)



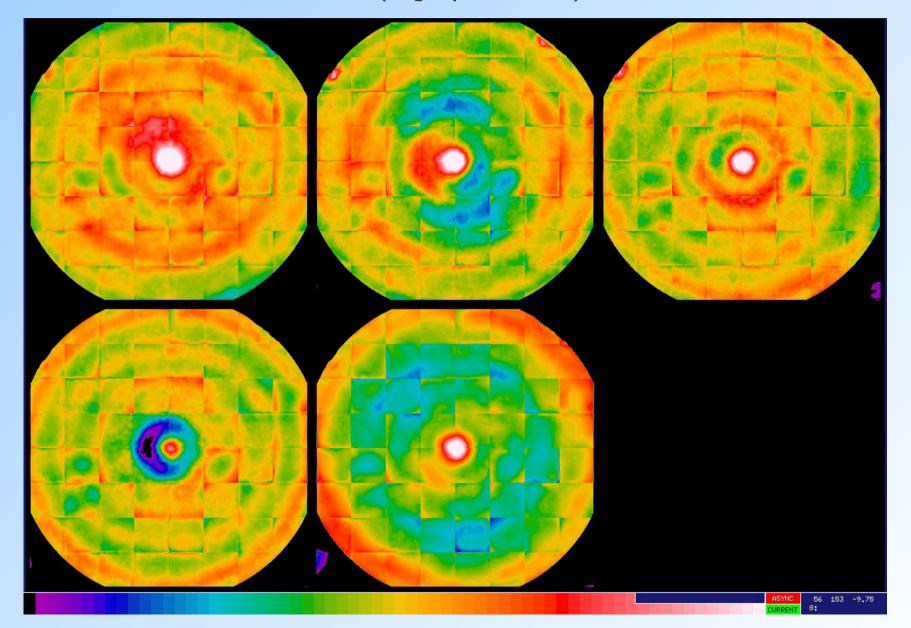
# **Astrometric Systematics**

- mean residuals as a function of camera position
- 20 x 20 pixel bins
- i-band, dX shown
- large-scale structure similar to focal-plane deviations



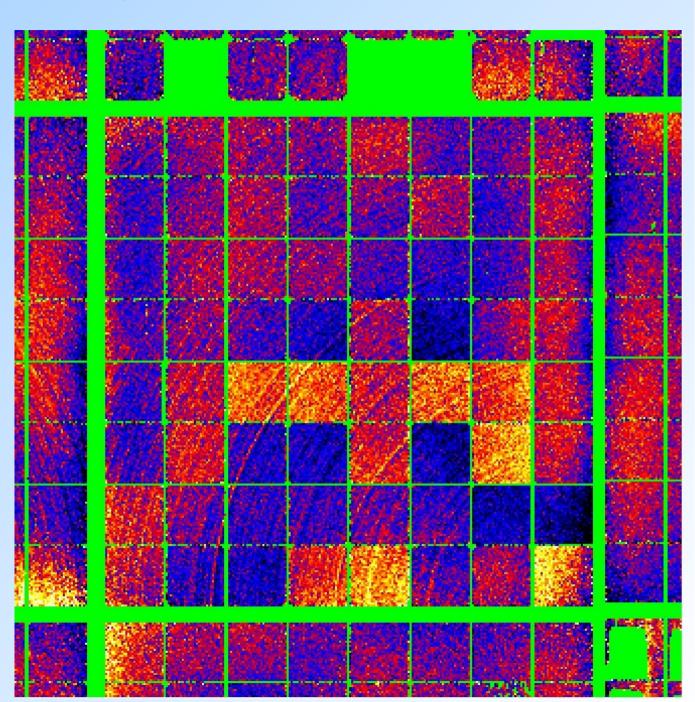
# Astrometric Residuals : Large-Scale Circular Pattern

- Similar to focal-plane surface residual
- does the trend match in detail (e.g., per filter?)



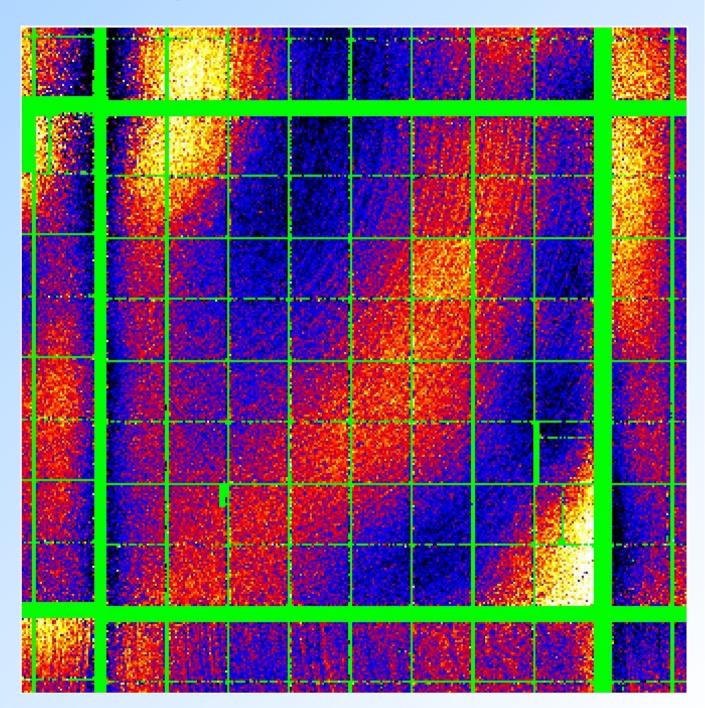
# Astrometric Systematics : Cell-by-cell offsets

- mean residuals as a function of camera position
- other structure quantized per cell.



# **Astrometric Systematics : Tree Rings**

- mean residuals as a function of camera position
- 'tree-rings' (also seen by DES, others)

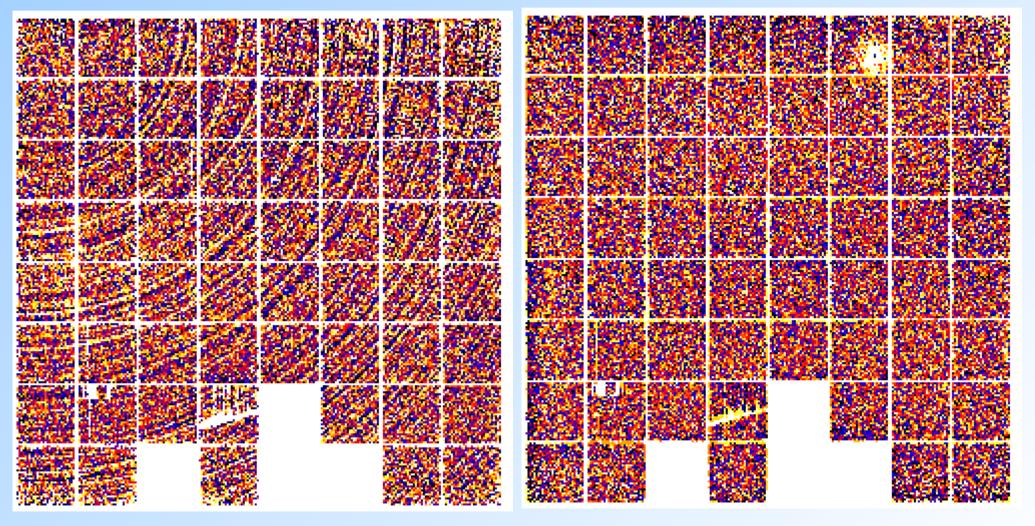


# **Astrometry Residual**

- convert dX,dY to dR,dTheta
- subtract a smoothed version (high-pass filter)

#### radial component

#### tangential component

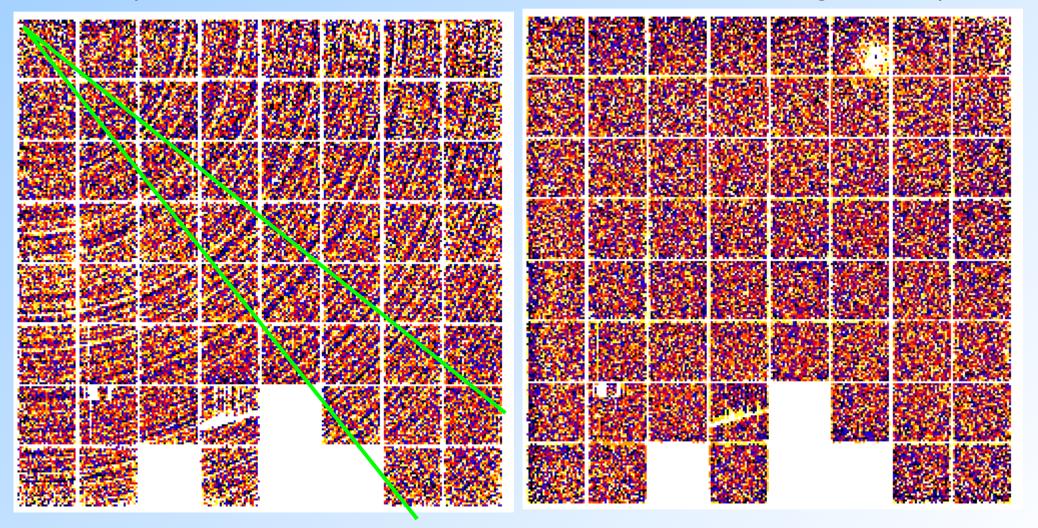


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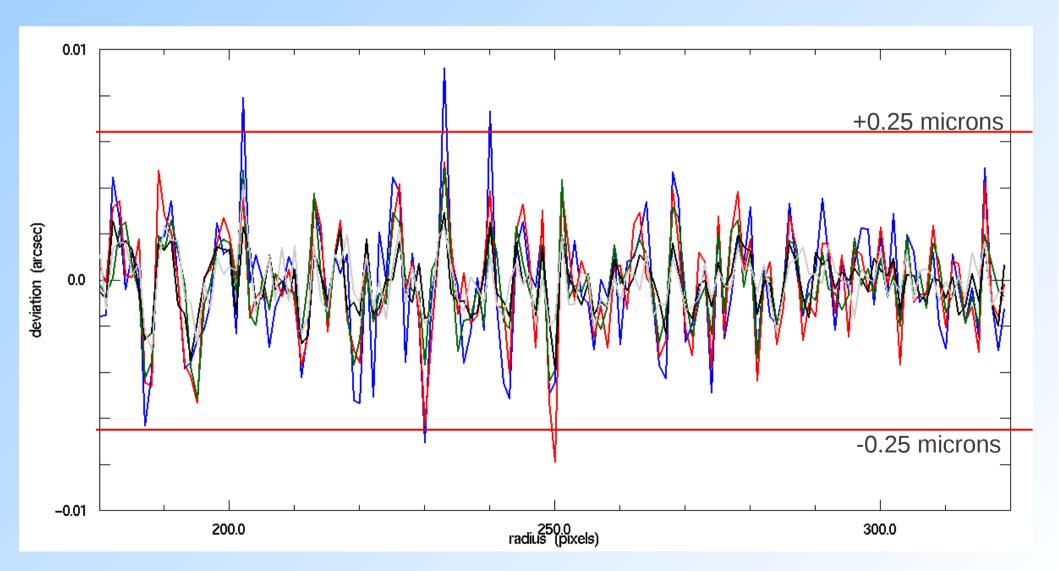
#### radial component

tangential component



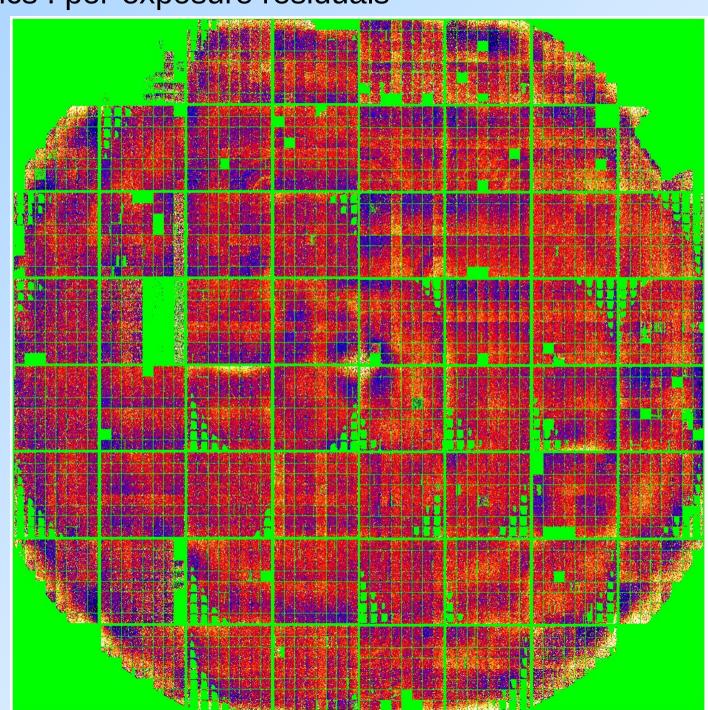
#### **Astrometric Deviations**

- grizy deviations are correlated, with scaling:
- $dR_f / dR_g = (0.50, 0.36, 0.23, 0.21)$  for f = (r, i, z, y)
- (grizy) = (blue, red, green, black, grey)



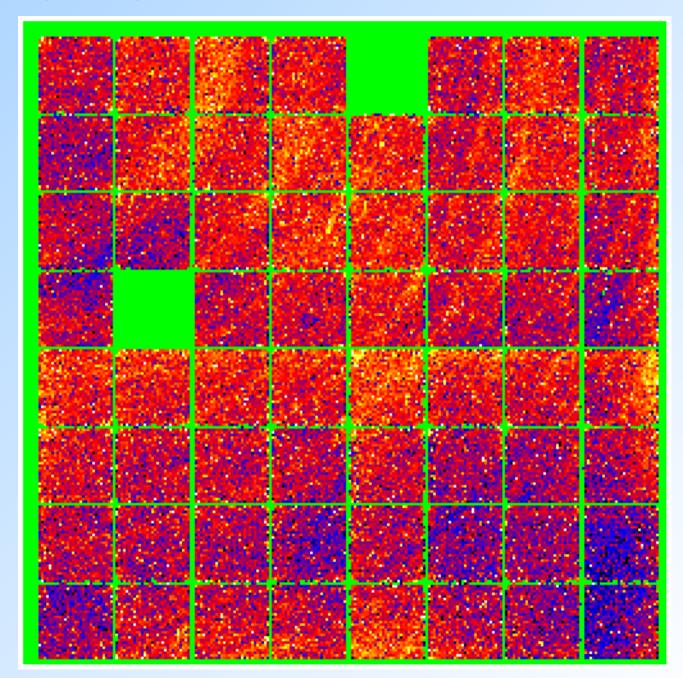
# Photometric Systematics : per-exposure residuals

- mean residuals as a function of camera position
- 20 x 20 pixel bins
- i-band shown
- central tent
- residual of 2x2 flats

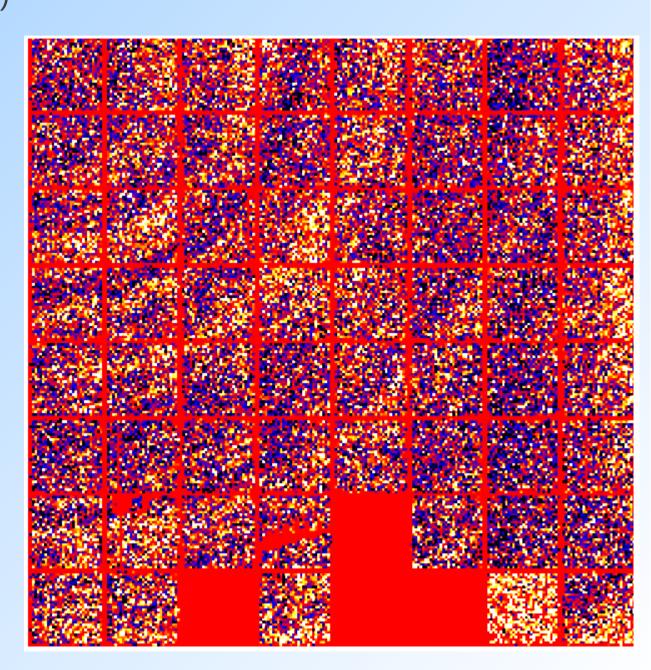


# Photometric Systematics : per-exposure residuals

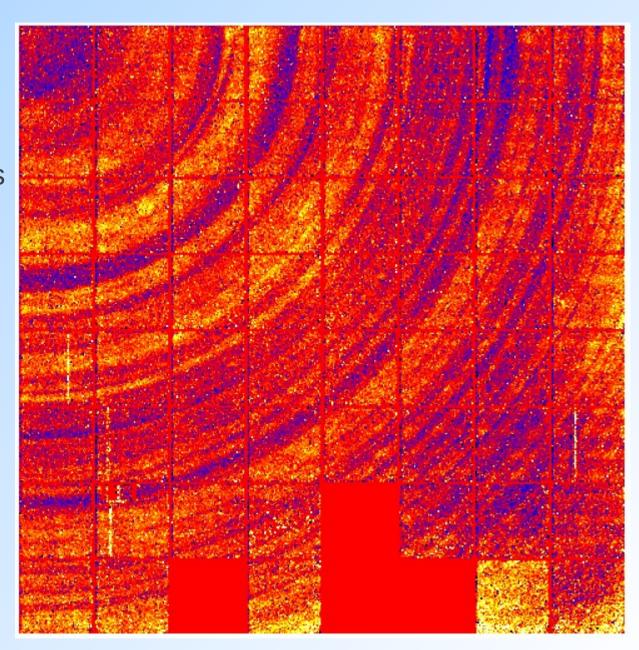
- mean residuals as a function of camera position
- 20 x 20 pixel bins
- i-band shown
- central tent
- residual of 2x2 flats
- 'tree-rings' also seen



- Photometric Residuals (3pi)
- Similar to tree rings
- S/N is not great

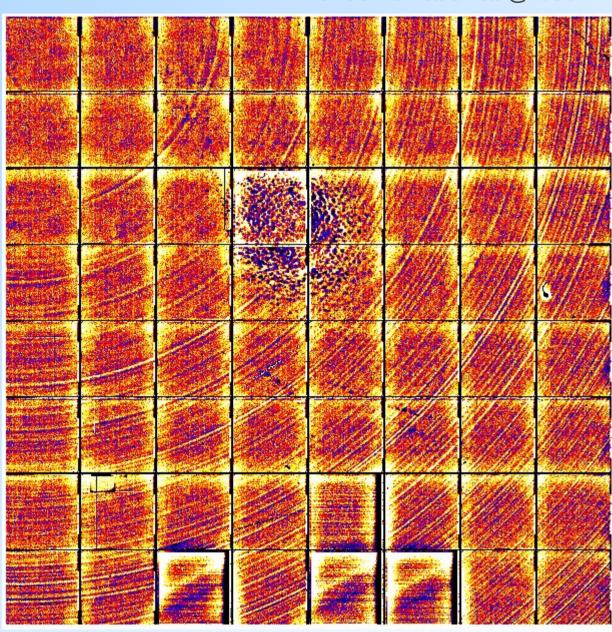


- Photometric Residuals (MD)
- From D. Finkbeiner
- Pattern matches 3pi
- S/N is much higher
- Is this a Jacobian Effect?
  - astrometric effect moves stars but squeezes flatfield light
  - residuals are imprint of over/under correction in the flat field?



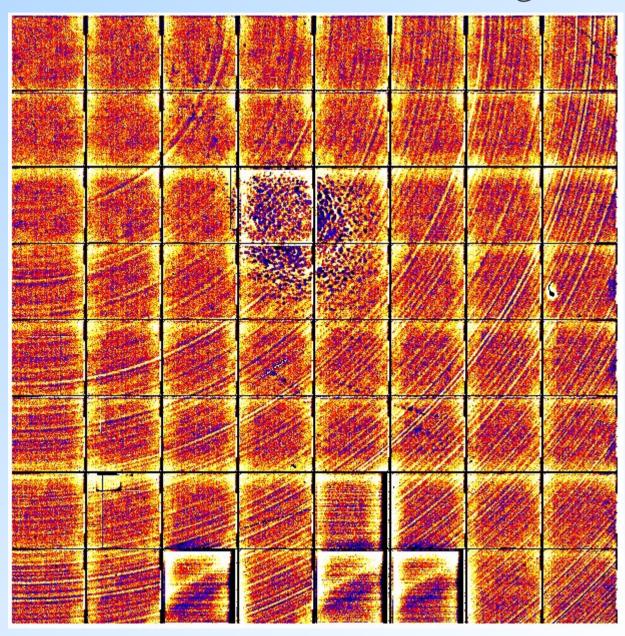
Flat-field shows the rings

monochromatic flat @ 630nm

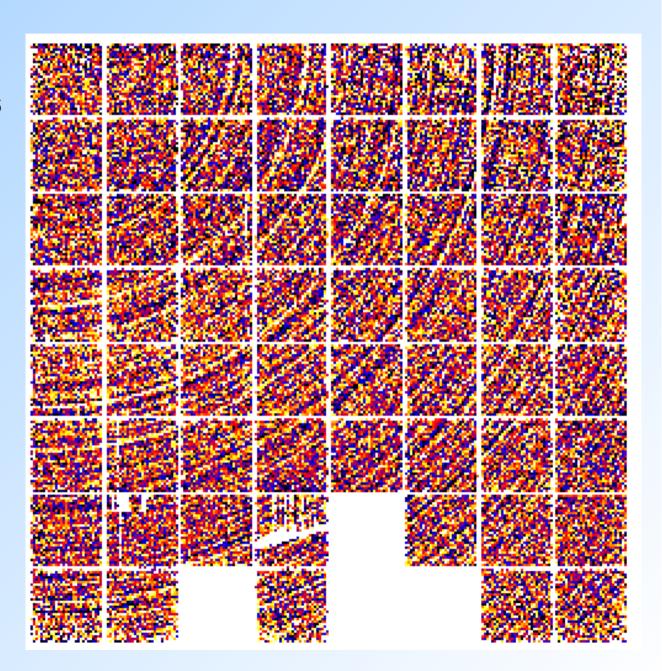


- Flat-field shows the rings
- But wait!
  - flat field looks like astrometric residuals

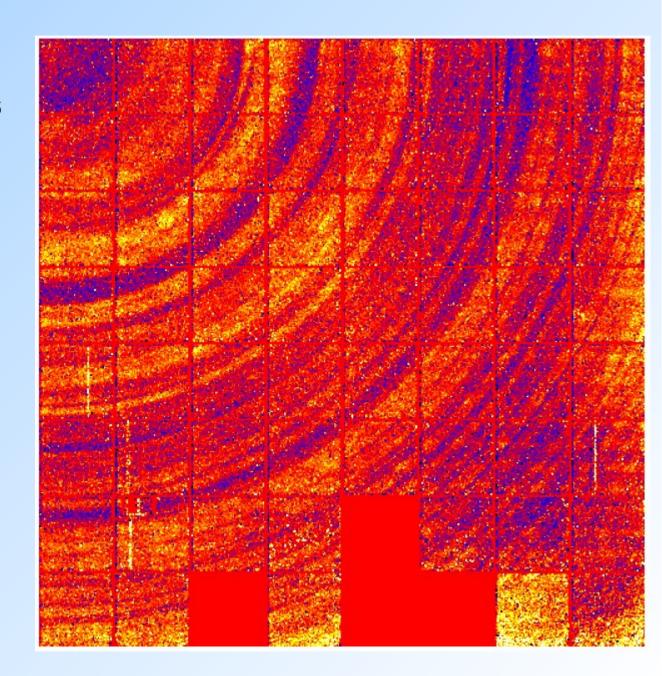
monochromatic flat @ 630nm



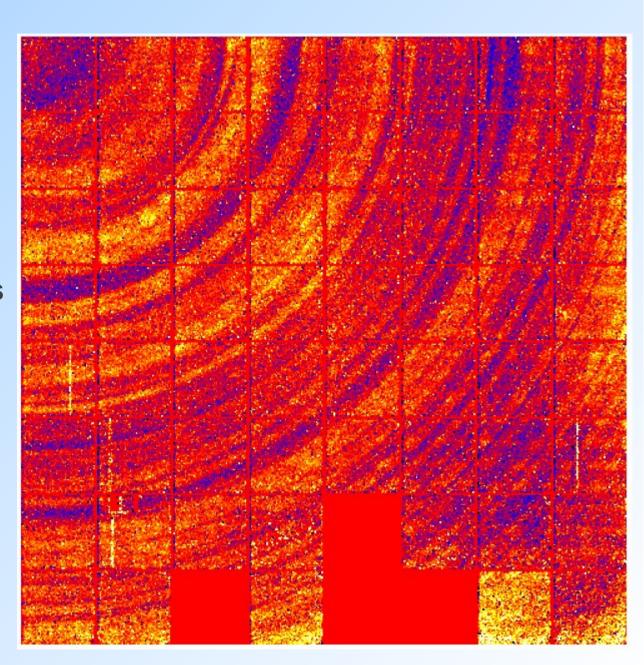
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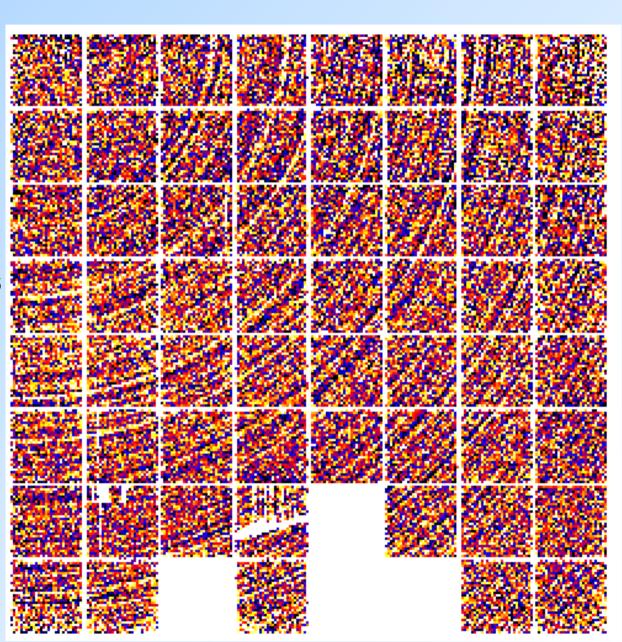
- Flat-field shows the rings
- But wait!
  - flat field looks like astrometric residuals
  - not like photometric residuals



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- But wait!
  - flat field looks like astrometric residuals
  - not like photometric residuals
- Also we see:
  - dR ~ grad dM
- But Jacobian effect wants
  - dM ~ dR



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- But wait!
  - flat field looks like astrometric residuals
  - not like photometric residuals
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  - dR ~ grad dM
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  - dM ~ dR



#### Summary

- PS1 is achieving good astrometry & photometry
- There is room for improvement
  - static systematics
  - finer spatial modeling of PSF variations
  - finer spatial modeling of astrometric corrections
  - stellar density is the ultimate limiting factor
- Tree-rings show up in astrometry and photometry
- We do not really understand the tree rings...

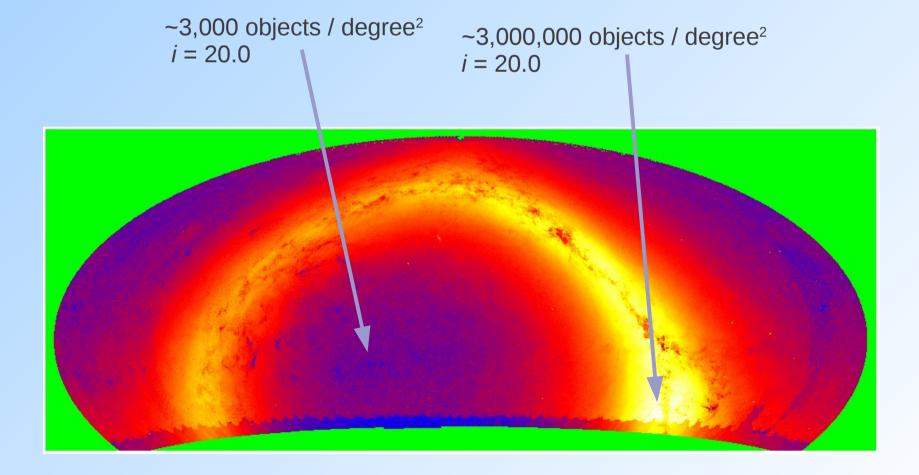
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# Backup Slides Follow:

- Astrometry and the atmosphere
- Spatial Sampling

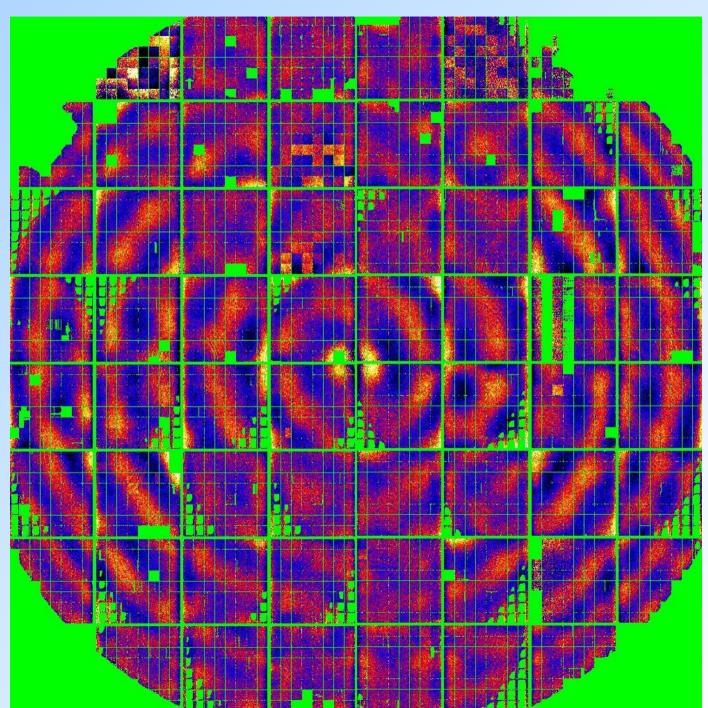
## **Finer Sampling**

- PSF modeling and astrometric correction need references
- Limit of spatial sampling is stellar density
  - 1000 deg<sup>-2</sup> -> ~6 arcmin
  - 10,000 deg<sup>-2</sup> -> ~2 arcmin

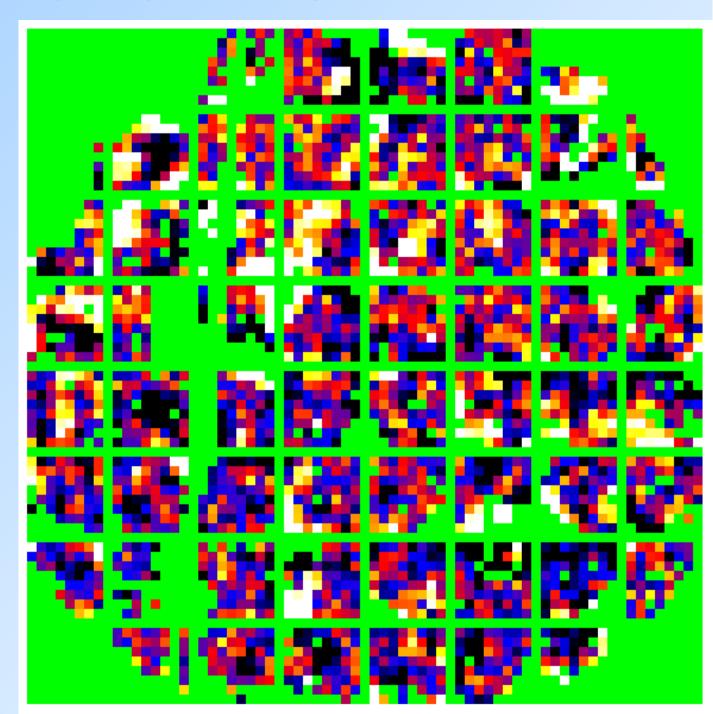


## **Astrometric Systematics**

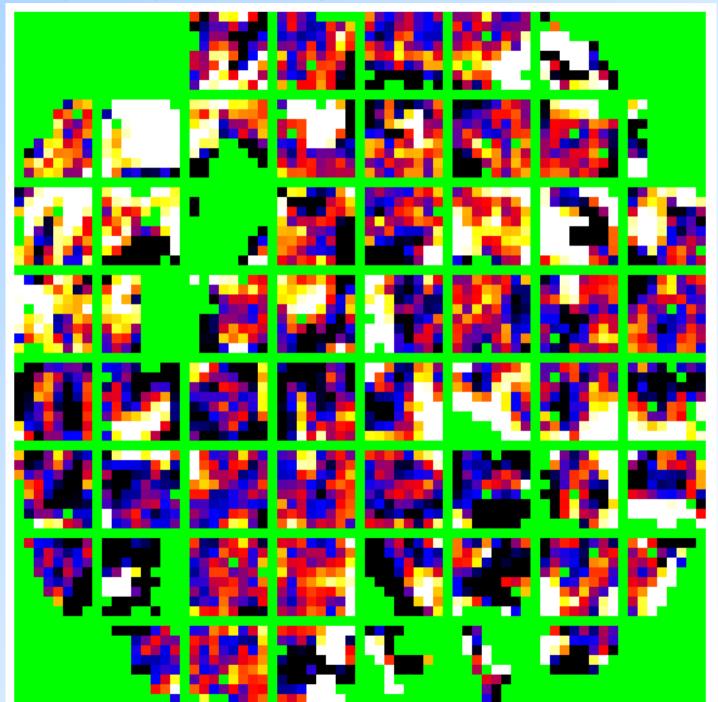
- mean residuals as a function of camera position
- constant systematics contribute ~ 5 mas
- overall systematics are ~ 20 mas
- what is the source?



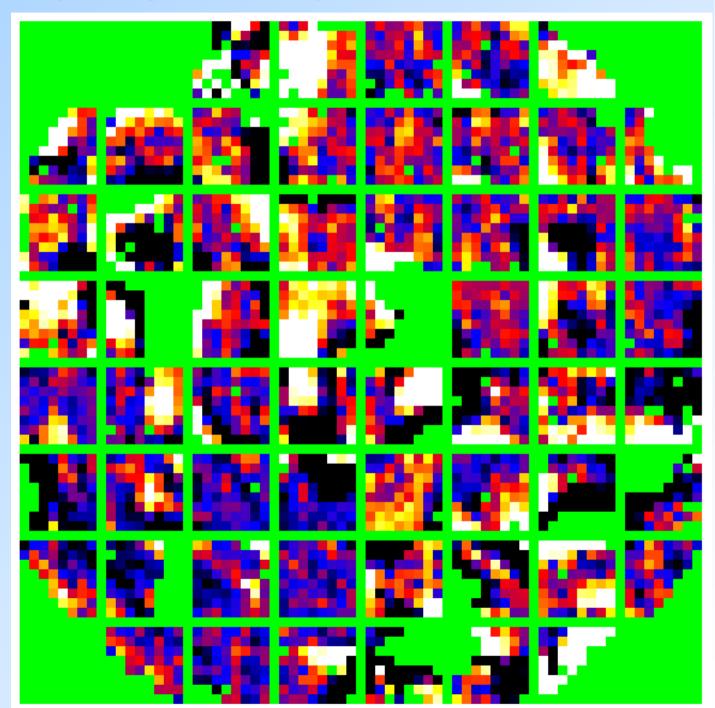
- choose dense fields
- find mean astrometric offsets in cells for each exposure
- we have dX and dY astrometric offsets



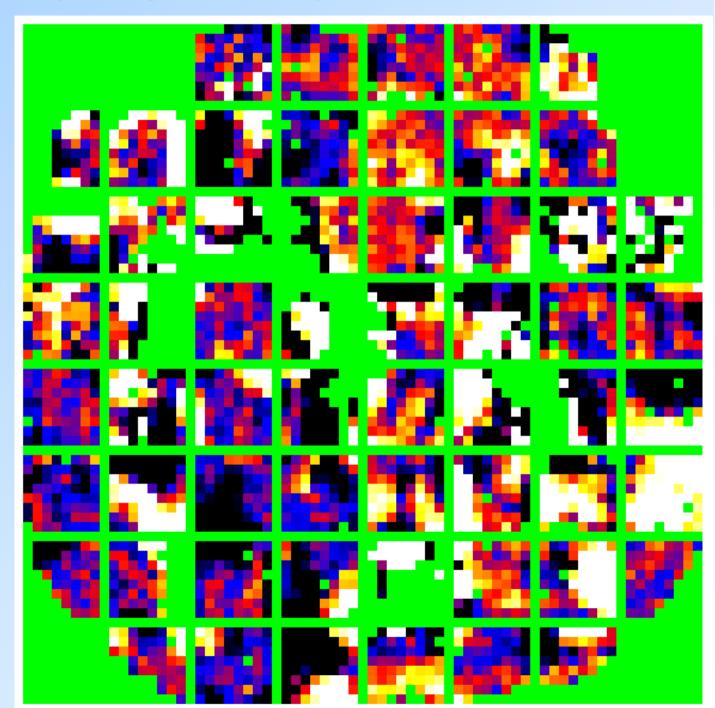
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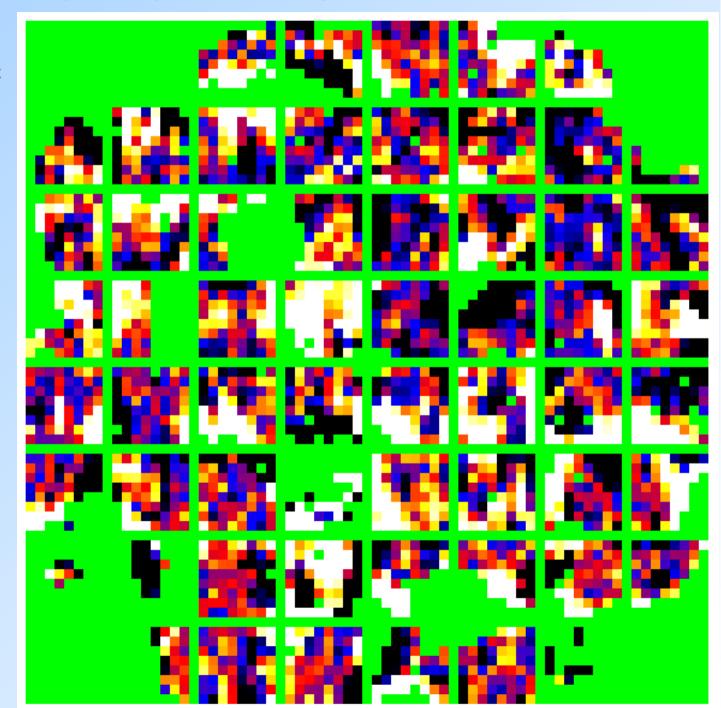
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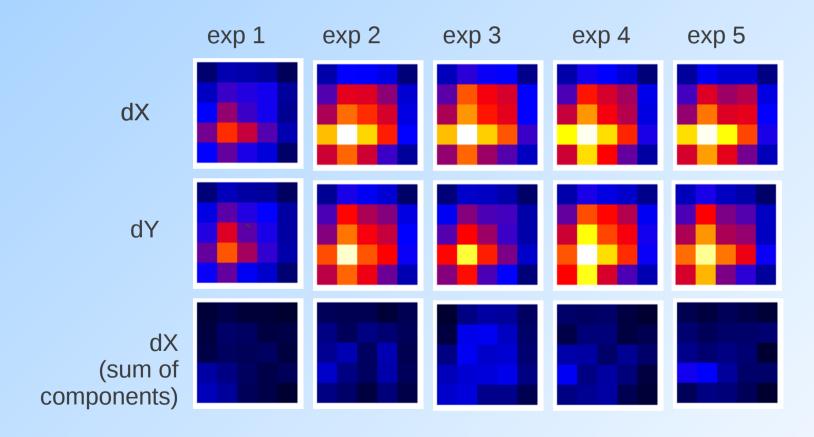


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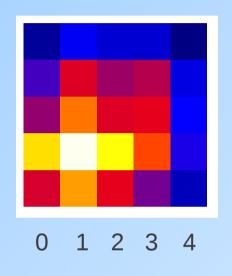
# Astrometric Systematics : FFT of per-exposure data

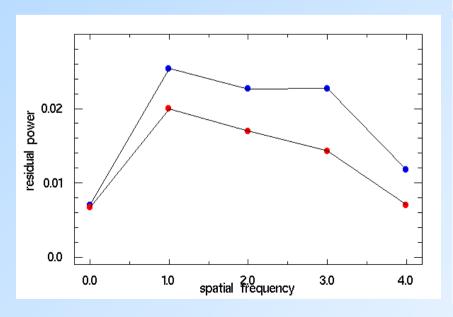
- FFT of data per chip
- sum of power
- not coherent over camera

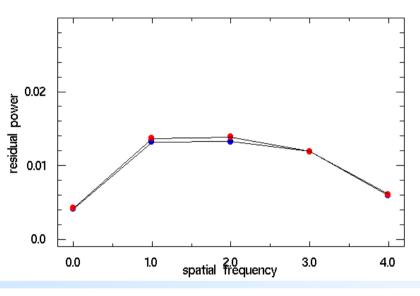


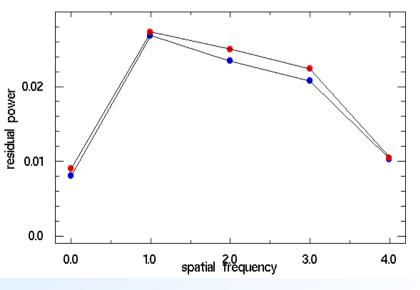
# Astrometric Systematics : FFT of per-exposure data

- sum the power (in quadrature) in annuli
  - residual power (N) = sum (F <= N) sum(F < N)</li>









# Astrometric Systematics : Significant Spatial Frequencies

- power distribution varies from exposure to exposure
- FFT interpretation of sigma seems OK
- correction at 4x4 or 6x6 cells per chip would improve model
- correction at 8x8 cells yields diminishing returns
- correction @ 4x4 requires 160 stars / chip (~1000 / deg²)
- correction @ 6x6 requires 360 stars / chip (~3000 / deg²)

residual power for 21 exposures

